Notes from Hades

I expected to be writing this in a hotel room in Minneapolis. However, the client turned out not to be ready for that, so it was delayed, and if something else comes along before they are ready, then someone else will be going to Minneapolis instead of me. Such is the nature of consulting.

Things house-wise have been moving along fine. We still have only dirt for our backyard, but we at least have our plans approved and out for bid. It will undoubtedly be very expensive, but our plan is pretty elaborate, and some of it can be put off to later. One of my more immediate priorities is my observatory. Yes, my 12-inch telescope will finally have a home of its own. It's going to be one of the prefabricated fiberglass dome models that is commercially available. If I have the telescope set up and ready to go, I figure that I'll use it more often. As it is, I don't really want to use it in our dirt-only backyard, so it only gets used when we're camping. It would be nice to get more use out of it after all I paid for it.

This issue's deadline to **Tuesday, October 5 at 5:00 p.m. Pacific Time.** Please note that games that are run by guest GMs or in a subzine could be on a different schedule, so look at the games themselves.

Contents

Howling at the Moon
The S.O.B. Letter Column

Kevin Wilson

Your last letter (and note in Howling at the Moon) recommend that I look at the Meade ETX. Is that the same as the one (ETX-125EC) Sky & Telescope is reviewing in their current issue? What are the differences in a Schmidt-Cassegrain and Maksutov-Cassegrain? The others I have been considering are S-C but the article in S&T on the M-C made it appealing.

[The differences between the Schmidt-Cassegrain and Maktusov-Cassegrain have to do with the exact curvature of the mirrors and corrective lenses. In practice they are pretty much identical, except that Maktusov-Cassegrains tend to have higher focal ratios, and hence, higher magnification. The telescope is very appealing. I am planning on getting one sometime in the next couple of years to serve as my travel scope. The 12 inch LX200 I have is nice, but at 70 pounds for just the tube and fork mount, it gets a bit cumbersome.]

Bob Robles

Book review: "Too Late the Phalarope" by Alan Paton. Mr. Paton is also the author of "Cry, the Beloved Country" a perpetual requirement of high school and college reading lists. Mr. Paton examines the consequences for a white man and his family when he crosses the infamous "color bar" of apartheid-era South Africa. The story is a narrative from the point of view of the man's aunt. The language is heavy, stilted but expressive. A very good read, highly recommended.

Florence finally shuffles off this mortal coil while France sails to the aid of his Neapolitan ally. The situation in the south is quite confused with no less than FIVE units in retreat. Austria still manages to hold out while Milan makes modest gains and Venice desperately tries to convince the Pope to stop attacking him.

Spring 1460 Retreats

Naples F Tyrrhenian Sea retreats to Palermo

Expenditures

Florence spends 12 ducats to disband French A Lucca

France spends 3 ducats to counterbribe A Lucca

Orders

Austria ❏
- A Austria supports A Slavonia
- A Slavonia supports Milan A Milan to Carinthia (cut, nso)
- A Hungary supports A Slavonia

Florence ❏
- G Lucca converts to A (destroyed)
- G Piombino converts to A (destroyed), **OUT!**

France ❏
- A Tyrolea supports Austrian A Austria to Carinthia (nso)
- A Turin to Savoy
- A Provence holds
- A Lucca besiege (garrison destroyed)
- A Pisa supports A Lucca
- F Gulf of Lions to Western Mediterranean
- F Sardinia supports F Gulf of Lions to Western Mediterranean
- F Corsica to Tyrrhenian Sea
- G Genoa converts to F

Milan ❏
- A Trent besieges (garrison destroyed)
- A Milan supports A Trent
- A Bergamo supports A Trent
- A Mantua to Bologna
- A Modena supports A Mantua to Bologna
- A Cremona to Mantua
- A Parma supports A Cremona to Mantua

Naples ❏
- A Bari supports A Messina to Otranto
- A Messina to Otranto
- F Palermo to Tyrrhenian Sea (Dislodged, retreat Messina, garrison, OTB)
- F Gulf of Naples to Naples
- F Salerno supports F Gulf of Naples to Naples

Papacy ❏
- A Rome holds
- A Spoleto to Ancona
- A Urbino to Bologna
- A Sienna supports A Piombino
- A Piombino besieges (garrison destroyed)
- A Florence supports A Urbino to Bologna
- A Aquila supports Spoleto to Ancona (cut, Dislodged, retreat Capua, Spoleto, OTB)

Turks ❏
- A Durazzo to Palermo
- A Bosnia holds
- F Naples to Salerno (Dislodged, retreat Capua, garrison, OTB)
- F Otranto supports F Naples to Salerno (cut, Dislodged, retreat Gulf of Naples, OTB)
- F Central Mediterranean supports A Durazzo to Palermo
- F Ionian Sea transports A Durazzo to Palermo

- F Western Mediterranean supports F Tyrrhenian Sea (cut, Dislodged, retreat Tunis, OTB)
- F Tyrrhenian Sea supports A Durazzo to Palermo (cut)

Orders (cont.)

Venice ❏
- A Ancona to Aquila
- A Bologna to Pistoia
- A Ferrara supports A Verona
- A Verona supports A Carinthia
- A Padua to Treviso
- A Treviso to Friuli
- A Carinthia supports A Verona
- A Carniola supports A Carinthia
- A Croatia to Slavonia
- F Upper Adriatic to Urbino
- F Lower Adriatic supports A Ancona to Aquila
- G Padua convert to A
- G Trent convert to A (Destroyed)

Notes

If this box is checked ❏ please submit standby orders for Austria.

Press

Austria – Milan: As you can see, I started supporting your A MIL – CARIN already. I prefer that you get this province and pay me a ducat every year rather than me taking it and giving Venice the opportunity to invade SLA.

France – Naples: A Corsica should be just passing through if I've predicted the Turk's moves. Treachery (for one dot?!?) isn't my style.

France – Milan: As long as the Pope is anti-Venice he's our friend. And there's enough Venice around to last for a LONG time.

Milan – France: If also Turin goes in Swiss..... In Fall I ask for your support of my A Mil - Cari, if you or Austria will not ask to be supported there.

Milan – Austria: In Fall I ask for your support of my A Mil - Cari, if you or France will not ask to be supported there. Next year I shall leave Carinthia to you.

Milan – Papacy: I shall leave Bologna (if I have it) to you for Ferrara immediately.

Naples – Papacy: What happened to those promises of support? Are you a man of your Word?

Papacy – Venice: It seems to me that France as all the sympathy votes and you aren't doing anything to change the situation. Can I ask why? You have a good shot at winning and all you don't try to recruit friends. Give me back Ancona and I'll remain neutral to you after that. If you refuse, then I ask what offer would satisfy you?

Papacy – Milan: Please support Urb to Bol, then I can support you into Fer. I need the uncuttable support from Flo to make sure it succeeds. If I'm in Bol, then I will support you into Fer.

Papacy – Naples: You didn't tell me what you wanted me to do? I'm gong to assume you need help back into Naples and you are doing it from Sal. Let me know if it fails, and if you don't tell me then I'll just support what ever you used this time.

Venice – Pope: Of course we can work out a deal. Just don't make myopic assumptions about the meaning of my moves! I moved out of Bol & Anc this time, do take them if you haven't already done so. My army in Pistoia, if there, will

support you into Pisa next time, from Flo if you're still there, from Sienna otherwise. There's no such thing as "Venice vs. France" going on here, (a) so far I've merely been trying to hold out as long as possible against FOUR (!) neighbors wanting my demise, virtually without being able to do anything for my one friend

Turkey, and (b) I don't crave solo wins unless there's no alternative for them. Should you now betray my good will, I'll hand my dots over to Milan and direct my units toward you to feed on your then positively unworthy flesh.

"Feral Dogs"

Citizen Dog

○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◇ Besieged Garrison

○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◇ Besieged Garrison
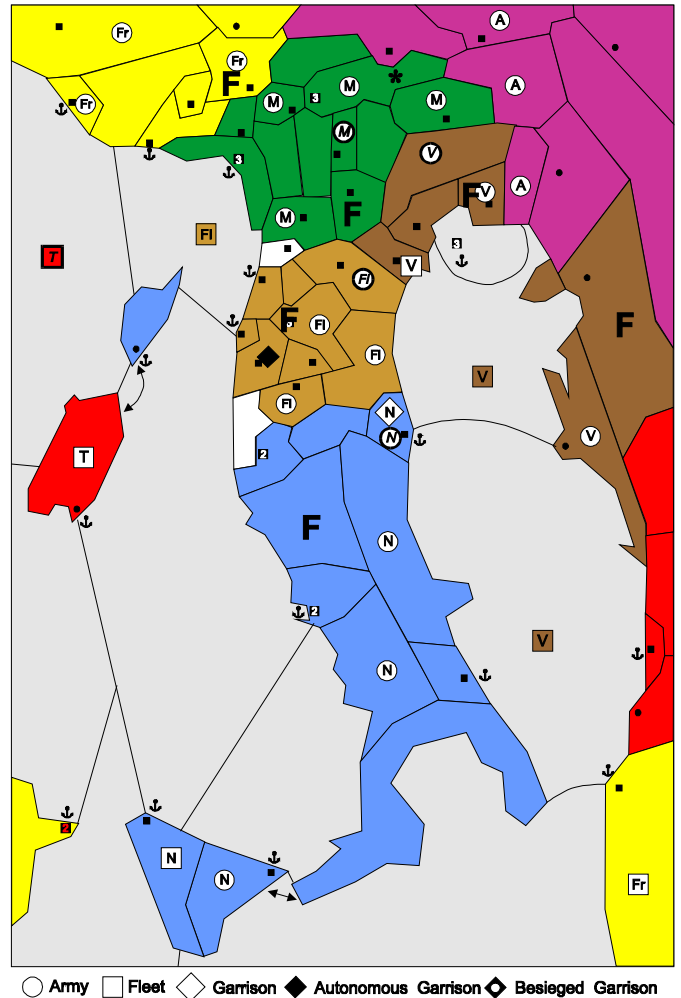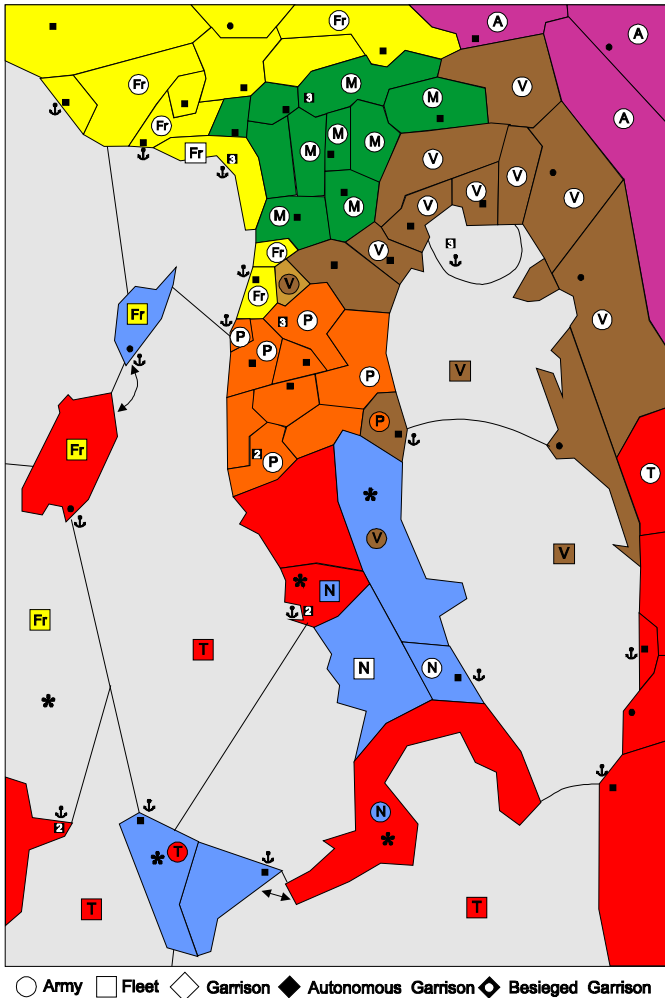
Citizen Dog
Advanced Game, Plague, Famine, Special Military Units, and Conquest, White Press, Ultimate Victory
Fall 1456
Deadline for Winter-Spring 1457: 10/5 Tuesday

Milan starts to make progress against the Austria/Venice coalition, with a little help from Florence. France guards his coast against the Turks, but the Turkish high command is in turmoil, allowing Naples to reclaim Sicily.

Orders

Austria A Carinthia supports A Milan to Trent

(Robles) <u>A Milan to Trent</u> (Dislodged, retreat Como, Tyrolea, Bergamo, OTB)

A Slavonia to Austria

<u>A Friuli to Verona</u>

Florence *A (EM) Florence to Bologna*

(Wilson) A Urbino supports A Florence to Bologna

A Arezzo to Florence

A Perugia supports A Urbino

F Piombino to Ligurian Sea

France A Avignon supports A Provence to Marseilles

(Scott) A Provence to Marseilles

A Turin supports A Avignon

F Ionian Sea to Durazzo

Orders (cont.)

Milan A Genoa to Modena

(Giovine) *A (EM) Cremona supports G Milan to A*

<u>A Trent supports G Milan to A</u> (cut)

A Pavia supports G Milan to A

G Milan converts to A

Naples *A (EM) Aquila to Ancona*

(McConnell) A Messina holds

A Ancona converts to G

A Salerno holds

F Gulf of Naples to Palermo

Turks NMR! F Sardinia holds

(Wilke?) *F (EM) Gulf of Lions holds*

Orders (cont.)

VENICE	*A (EM) Verona to Trent*
(Grib)	A Padua to DALMATIA
	A Treviso supports Austrian A Friuli to Verona
	F Ferrara supports F Bologna
	F Bologna supports F Ferrara (cut, Destroyed)
	F Upper Adriatic transports A Padua to Dalmatia
	F Dalmatia to Lower Adriatic

Notes

A proposal to Concede to Venice has been made. It failed resoundingly, with no votes for. Also, **will Bill Scharf please submit standby orders for the Turks!**

Press

Austria – Milan: I'm sorry but your last minute appeal to reason has failed in the haze of battle.

Venice – Florence: You're not going to start picking on me are you?

Venice – Austria: Let's show Milan what a few good allies can do.

Venice – France: Wimping out on us are ya?

Venice – Turkey: You look like roving pirates taking what you can get.

Spring 1457 Famine

Poor Year, Row Only – Croatia, Florence, Turin, Mantua, Capua, Treviso

Spring 1457 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

Provinces

Aus	Tyrolea, Austria, Carinthia, Hungary, Slavonia, Friuli, Carniola	(7)
Flo	Pisa, Pistoia, Bologna, Urbino, Florence, Piombino, Sienna, Arezzo, Perugia	(8)
Fra	Avignon, Swiss, Marseilles, Provence, Saluzzo, Turin, Savoy, Tunis, Durazzo	(8)
Mil	Genoa, Montferrat, Modena, Mantua, Fornova, Parma, Pavia, *Como*, Milan, Cremona, *Bergamo*, Trent	(11)
Nap	Corsica, Rome, Spoleto, Ancona, Capua, Aquila, Naples, Salerno, Bari, Otranto, Messina, Palermo	(11)
Tur	Sardinia, Albania, Ragusa, Herzegovina, Bosnia	(5)
Ven	Ferrara, Verona, Padua, Treviso, Dalmatia, Croatia, Istria	(5)

Seas

Flo	Ligurian Sea	(1)
Tur	Gulf of Lions	(1)
Ven	Venice, Upper Adriatic, Lower Adriatic	(3)

Cities

Aus	Tyrolea, Austria, Hungary, Carniola	(4)
Flo	Pisa, Bologna, Florence (3), Piombino, Arezzo, Perugia	(5)
Fra	Avignon, Swiss, Marseilles, Saluzzo, Turin, Savoy, Durazzo	(6)
Mil	Genoa (3), Montferrat, Modena, Mantua, Pavia, Milan (3), Cremona, Trent	(11)
Nap	Corsica, Rome (2), Ancona, Naples (2), Bari, Messina, Palermo	(9)
Tur	Tunis (2), Sardinia, Albania, Ragusa	(5)
Ven	Ferrara, Padua, Treviso, Venice (3), Croatia, Dalmatia	(6)

Totals

Variable income die roll was 4.

	Var	Prov	Seas	Cities	Gross	Treasury	Total
Aus	3	7	0	4	14	1	15
Flo	6	8	1	5	20	0	20
Fra	4	8	0	6	18	0	18
Mil	4	11	0	11	26	0	26
Nap	3	11	0	9	23	0	23
Tur	4	5	1	5	15	0	15
Ven	8	5	3	6	22	5	27

Game Summary

	1454	1455	1456	1457
Austria:	3	4	5	4
Florence:	3	3	4	6
France:	3	5	7	7
Milan:	3	5	7	8
Naples:	4	4	6	7
Papacy:	4	3	0	0
Turks:	3	6	7	3
Venice:	4	5	6	6

New Tricks
Advanced Game, Plague, Famine, Special Military Units and Conquest, Black Press, Ultimate Victory
Spring 1254
Deadline for Summer 1254: 10/5 Tuesday

Matters are starting to look grim for Avignon as the vultures begin to circle. Genoa counterattacks and Milan tries to pick up what it can. Aragon, Florence, and Venice all continue to expand into neutral areas, while the Pontiff takes time out for prayer and meditation.

Builds

		Treas	Cost	Rem
Ara	Maintains A Salerno, F Gulf of Naples, builds F Sardinia, F Messina, A Palermo	18	15	3
Avi	Maintains all, builds F Avignon (not a port)	18	12	6
Flo	Maintains all, builds F Pisa, F Piombino	16	15	1
Gen	Maintains all, builds A Genoa	14	12	2
Mil	Maintains all, builds A Milan, A Pavia	13	12	1
Pap	NBR! Maintains all, no new builds	19	9	10
Ven	Maintains all, builds A Padua, A Ferrara, F Venice	22	18	4

Orders

ARAGON	A Salerno to NAPLES
(Whyte)	A Palermo to MESSINA
	F Gulf of Naples supports A Salerno to Naples
	F Sardinia to Tyrrhenian Sea
	F Messina to Ionian Sea
AVIGNON	A Savoy to Montferrat (Dislodged, retreat Saluzzo, garrison, OTB)
(Koehler)	F Avignon supports F Corsica to Gulf of Lions (nsu),
	F Corsica to Gulf of Lions
	F Naples holds (Dislodged, retreat Capua, garrison, OTB)

Orders (cont.)

FLORENCE A Pistoia to LUCCA

(Robles) A Florence to PISTOIA

A Sienna to FLORENCE

F PISA supports A Pistoia to Lucca

F PIOMBINO to Tyrrhenian Sea

GENOA A GENOA supports A Montferrat to Savoy

(Scott) A Montferrat to SAVOY

F LIGURIAN SEA supports F Marseilles to Gulf of Lions

F Marseilles to GULF OF LIONS

MILAN A Milan to TRENT

(Street) A Pavia to TURIN

A Turin to PROVENCE

A MODENA besiege (no garrison)

PAPACY NMR! A AREZZO holds

(Narhi?) A AQUILA holds

F BARI holds

VENICE A Treviso to FRIULI

(Reynolds) A Padua to VERONA

A FERRARA support A Bologna

A BOLOGNA holds

F Croatia to DALMATIA

F Venice to UPPER ADRIATIC

Notes

Will Kevin Wilson please submit standby orders for the Papacy! Also, Steve Koehler is now the player of record for Avignon.
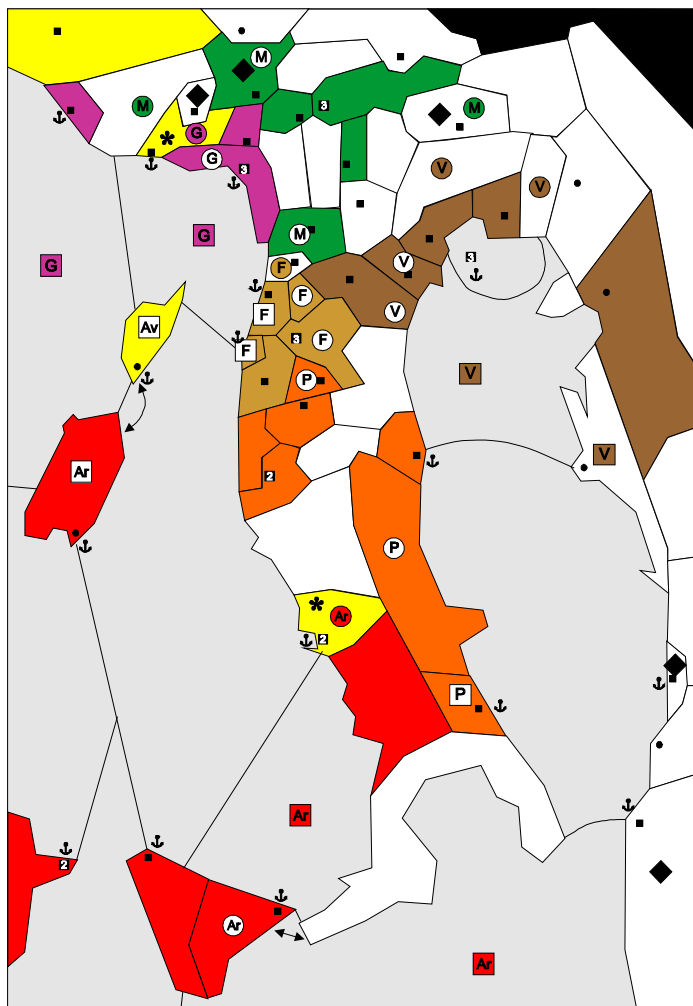
Summer 1253 Plague

Good Year. No plague.

Press

Anon – All: Here comes summer... a plague upon all your houses, except mine.

Genoa – All: Sorry for the lack of communications this turn... Been buried with work and family matters.... Will do better next turn....

Venice – All: Uh, that last bit of press wasn't an invitation to attack me. Just making an observation, that's all. Heh, heh....

New Tricks

○ Army ☐ Fleet ◇ Garrison ◆ Autonomous Garrison ◈ Besieged Garrison

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Dogpaddle

Epoch VI Timurid Emirates, Incas and Aztecs, and Ottoman Turks
Deadline for Epoch VI Portugal, Spain, and Mughals: 10/5 Tuesday

Epoch VI

The Triffids (Geggus) plays Black Death in Middle East and North Africa. Units are eliminated in *Persian Salt Desert, Nile Delta, Libya,* and *Shatts Plateau*. TIMURID EMIRATES. Army and Capital in *Turanian Plain* (Seljuk Turk army retreats to *Western Steppe*), army *Persian Plateau* (vs. Huns: T: 5, 2; H: 6, 2; loses), *Persian Plateau* (vs. Huns: T: 5, 1; H: 5, 1; T: 4, 2; H: 4, 3; T: 6, 1; H: 4, 1; wins), *Zagros* (vs. Chola: T: 6, 3; C: 6; T: 3, 1; C: 5; loses), *Zagros* (vs. Chola: T: 6, 1; C: 1; wins), *Eastern Anatolia* (vs. Arabs: T: 3, 3; A: 5; loses), *Eastern Anatolia* (vs. Arabs: T: 4, 1; A: 5; loses), *Eastern Anatolia* (vs. Arabs: T: 6, 6; A: 6; T: 4, 3; A: 3; wins). Points: Dominance in Middle East (4), India (6), Northern Europe (4), and Eurasia (2), Presence in China (3), Southern Europe (2), Southeast Asia (2), and Nippon (1), 2 Capitals (4), 5 cities (5), 1 Sea (1), and 8 Monuments (8) for 42 points.

INCAS and AZTECS are absent.

Snoopy's Blanket Chasers (Eisenhut) plays Disaster (Ships at Sea) in the *Eastern Mediterranean*. OTTOMAN TURKS: Army and Capital *Western*

Anatolia (Arab army retreats to *Balkans*), fleet *Black Sea*, army *Caucuses*, fleet *Eastern Mediterranean*, plays Leader, army *Levant* (vs. Crusaders: O: 5, 4, 4; C: 4, 1; wins), *Upper Tigris* (vs. Chola: O: 6, 3, 1; C: 2; wins), *Nile Delta*, *Nubia* (vs. Arabs: O: 2, 1, 1; A: 5; loses), *Nubia* (vs. Arabs: O: 3, 1, 1; A: 6; loses), *Nubia* (vs. Arabs: O: 5, 5, 1; A: 2; wins, Red Sea fleet unsupported), *Arabian Peninsula* (vs. Crusaders: O: 5, 4, 2; C: 3; wins, city eliminated), fleet *Red Sea*, army *Zagros* (vs. Timurid Emirates: O: 6, 2, 1; T: 2, 1; wins), *Pindus* (vs. Arabs: O: 3, 2, 1; A: 5, 3; loses), *Pindus* (vs. Arabs: O: 5, 4, 2; A: 5, 3; O: 5, 4, 2; A: 5, 5; O: 6, 6, 5; A: 6, 2; O: 6, 4, 4; A: 6, 2; O: 5, 2, 1; A: 6, 1; loses). Builds Monument in *Western Anatolia*. Points: Dominance in Middle East (4), Presence in North Africa (2), China (3), Northern Europe (2), Southeast Asia (2), Eurasia (1), North America (1), and Sub-Saharan Africa (1), 1 Capital (2), 1 city (1), 5 Monuments (5), and 4 Seas (4) for 28 points.

Player Name	Player Faction Name	Empire Strength Points	Victory Points
Andy Lewis	Gaming Through the Ages (Purple)	44	114
Brad Martin	The Zircon Utopia (Blue)	49	100
Joe Carl	The Go Masters (Black)	53	108
Dennis Cain	Impending Ascension (Red)	56	108
Chris Geggus	The Triffids (Green)	57	144
Dan Eisenhut	Snoopy's Blanket Chasers (Orange)	62	130

Final Positions

Snoopy's Blanket Chasers: Fleets *North Sea, Black Sea, Eastern Mediterranean, Red Sea,* and *Atlantic Ocean*. GOLD COAST KINGDOM: Army, city, and fort *Gold Coast*. T'ANG DYNASTY: Armies *Yellow River* and *East Indies*. VIKINGS: Armies *Scandinavia* and *West Indies*. OTTOMAN TURKS: Army, Capital, and Monument *Western Anatolia*, army and Monument *Levant, Upper Tigris, Arabian Peninsula*, and *Zagros*, armies *Nile Delta, Nubia,* and *Caucuses*.

Impending Ascension: MAURYA: Three armies and fort *Irrawaddy*, army *Sumatra*. ARABS: Army and Monument *Pindus*, two armies *Balkans*. JEWS: Army, city, and fort *Palestine*. SUNG DYNASTY: Army, city, and Monument *Yangtse Kian*, army *Tarim Basin*.

The Zircon Utopia: Two Fleets *Bay of Bengal*. INDUS VALLEY: Two armies *Ceylon*. ROMANS: Army *Morea*. CHOLA: Armies *Western Ghats* and *Lower Indus*.

The Go Masters: Fleet *South China Sea*. ASSYRIA: Army, city, and fortress *Middle Tigris*, two armies and fortress *Lower Tigris*. MAYANS: Army and Capital *Central America*, army *Guiana Highlands*. GOTHS: Armies *Southern Your event cards are: _____

Apennines and *Central Massif*. SELJUK TURKS: Army and Monument *Upper Indus*, two armies *Western Steppe*, armies *Lower Rhine, Danubia, Dniepr,* and *Hindu Kush*.   MING DYNASTY: Army and Capital *Chekiang*, army and Monument *Wei River*, armies *Great Plain of China* and *Si-Kyang*.

The Triffids: Fleet *Sea of Japan*. GREEK CITY STATES: Army, city, and fort *Crete*. CELTS: Armies *Northern Gaul, Albion,* and *Pyrenees*. HIGHLAND KINGDOM: Army, city, and fort in *Highlands*. GUPTAS: Army, Capital, and Monument *Eastern Deccan*. MONGOLS: Army, city, and Monument *Eastern Ghats* and *Mekong*, two armies and Monument *Yangtse Kian*, army and Monument *Central Europe*, and *Ganges Delta*, army and city *Honshu*, armies *Baltic Seaboard, North European Plain, Eastern Steppe, Mongolia, Manchurian Plain, Malayan Peninsula, Ganges Valley*, and *Western Deccan*. TIMURID EMIRATES: Army and Capital *Turanian Plain*, army and Monument *Eastern Anatolia*, army *Persian Plateau*.

Gaming Through the Ages: Fleet *Western Mediterranean*. CARTHAGINIA: Armies *Southern Iberia* and *Western Iberia*. NILE KINGDOM: Army, city, and fort *Upper Nile*. HOLY ROMAN EMPIRE: Armies *Dalmatia* and *Northern Apennines*.

Epoch VI Empire

Your Empire is: _____

Running Dogs
End of Game Statements

Paul Bolduc (Atreides) *Veni admodum sera, vidi parvus, erravi magnopere.* A – L: What took you so long to play a card at TITAN: THE ARENA? I damned near fell asleep waiting for you to play. Had one heat over in under an hour. Ours took nearly two! OK, we were playing the Champ, but still, ...

Kevin Wilson (Bene Gesserit) Well, that was certainly a surprise. Of all the "new" powers, the BT were not the ones I expected to win. In fact, I choose Ix as my "secret weapon." I really thought if one of the new powers were to win, it would be them. I hadn't fully appreciated the ability of the BT to get the stealth win as they did. Congratulations to Andy for doing whatever he did to keep things up in the air long enough for the BT to accumulate enough spice to get the win. All the fighting should have helped. If you helped get some of that started, all the more power to you.

I had a long standing alliance with the Emperor and the Lansraad. Early on I wanted to see if we just keep anyone else from winning and give Ix a chance to make a try. My second choice was a shared win with my 2 allies. I didn't think I had much of a chance myself to get an outright win with 3 strongholds. Once it was apparent Ix couldn't win on my magic turn, I turned to my second choice. But needing all 5 strongholds was going to be difficult. We made an attempt on turn 7, but didn't win enough. From there is was damage recovery and while we tried to regroup, the BT came through. Stuart voluntarily removed himself from the alliance to give the Emperor and me a chance for a 2-way, but time was just too short.

I like the new powers but I did feel a 9-player game (even if the BT didn't have any tokens on the board) felt a bit crowded. All the tokens, all the options, all the cards. Too much going on. Keep the powers, but have fewer players.

Andy York (Bene Tleilaxu) I won?? I won? Weird, unexpected, suprising.

Andy Lewis (Emperor) No comments except congrats.

Dennis Cain (Fremen) Thanks to Bill Scharf of the Ixians for being a loyal ally. His alliance meant that I never had to forage for spice again. Thanks to Stuart Tucker for playing the Lansraad. Having one of the senior editors of Avalon Hill (miss them, miss them) as a natural foe provides a strong challenge. Thanks to Steve Koehler of the Harkonnens for not getting Stilgar killed in a foolish war. Though never formal allies, we had interests in common. I never encountered the Emperor, BG, or Guild. Ward Narhi and Paul Bolduc do not get my thanks as the Atreides. I kept trying to ally with them all game. Ward agreed, but then reneged, causing me to get into a battle with the Harkonnen. At least Paul had the honesty to simply refuse. And of course, Andy as the Tleilaxu--who knew what they were doing? BTW--I drew Stilgar in the traitors phase, so I knew he was loyal. Count Fenring was my spy, which the Harkonnens knocked off early. I was actually glad Otheym revealed himself as a spy for the Lansraad early.

Steve Koehler (Harkonnens) Silly ending. I won't be playing with these expansion rules again. Thanks for GMing tho.

Bill Scharf (Ixians) I did terrible this game. I attacked people (like the Guild) who weren't really enemies, and was ineffectual against the people who did me dirty (you know who you are). In fact, my alliance with the Fremen was to "get back" at those who attacked me. I didn't get much out of the alliance (I double move anyway) and didn't have enough forces to worry about the storm. But giving the Fremen money <u>really</u> helps them out, and after my first boggled moves I was pretty much looking for revenge... and giving money to the Fremen seemed the best way to do it.

Well, live and learn. I'll do better next time. I can easily say this is the worst I've ever played in a Dune game...to date. Thanks for running the game, Chris. I don't think my ego needed to be shrunk quite this much...but I've "relearned" a few things about a really great game. Thanks again.

Lupine
Turn 6 Conferences, Cabinet, and Coalition
Turn 6 Media Tokens and Campaign Days due: 10/5 Tuesday

Conferences

SPD holds a special conference and gains 3 party bases in Bonn

FDP holds a regular conference for 700 DM. Gains 3 party bases in Bonn.

Grüne holds a special conference for 500 DM. Changes Gewerkschaft to NATO NEIN

CDU gains 2 party bases, **Grüne** gains 0, **FDP** gains 2, and **SPD** gains 4

Cabinet

SPD passes
FDP sends his Kanzler to Schleswig-Holstein (2500 DM) to change trend from –1 to +2.
Grüne passes.
CDU NMR! Passes
SPD passes

FDP sends his Hinterbänkler to Schleswig-Holstein (300 DM) to double NATO NEIN (doubler already in use, +5 to vote share instead).
Grüne passes.
CDU passes
SPD passes

FDP sends his Fraktionsfürher to Schleswig-Holstein (1000 DM) to buy off a Grüne media token (800 DM to Grüne)
Grüne sends his Parteiboss (1500 DM) to Hamburg to turn his trend from 0 to +2

Coalition

None formed

The Parties

CDU
Player:	Caleb Cousins
Campaign Days:	3
Media:	0
Conferences:	None
Platform:	Freugeutliche Grundordnung

§218 NEIN
NATO NEIN
Steuersenkung JA
35-Stunden Woche JA

Grüne
Player:	Brad Martin
Campaign Days:	4
Media:	3
Conferences:	Regular
Platform:	Umweltshutz

§218 JA
Atomkraft NEIN
Steuersenkung JA
Gewerkschaft

FDP
Player:	Andy York
Campaign Days:	4
Media:	1
Conferences:	None
Platform:	Marktwirtschaft

35-Stunden-Woche JA
NATO NEIN
Steuersenkung NEIN
Atomkraft JA

SPD
Player:	Andy Lewis
Campaign Days:	10
Media:	1
Conferences:	Regular
Platform:	Gewerkschaft

35-Stunden-Woche JA
Steuersenkung NEIN
§218 NEIN
Atomkraft JA

The Provinces

Hamburg
	CDU	Grüne	FDP	SPD
Campaign Days	8	3	5	0
Vote Share	0	0	6	50
Media Tokens	3	0	0	2
Trend	-1	+2	0	+2

Issues: **§218 NEIN (x2)**
Steuersenkung NEIN
Atomkraft JA
35-Stunden-Woche NEIN

Mandate Range: 2-7
Grüne Parteiboss

Schleswig-Holstein
	CDU	Grüne	FDP	SPD
Campaign Days	4	8	4	5
Vote Share	0	8	16	0
Media Tokens	1	2	2	0
Trend	-2	0	+2	+2

Issues: §218 JA
Atomkraft NEIN
NATO NEIN

Mandate Range: 5-10
FDP Parteiboss, Kanzler, Hinterbänkler, Fraktionsfürher

Available Issues

Steuersenkung JA	Marktwirtschaft
Atomkraft JA	35-Stunden-Woche NEIN
Umweltschutz	Umweltshutz
Atomkraft NEIN	Steuersenkung JA
Steuersenkung JA	35-Stunden-Woche NEIN
Freugeutliche Grundordnung	§218 JA
35-Stunden-Woche JA	§218 JA
Gewerkschaft	Atomkraft JA
NATO JA	NATO NEIN
Steuersenkung NEIN	Steuersenkung JA
Freugeutliche Grundordnung	Marktwirtschaft

Bonn
	CDU	Grüne	FDP	SPD
Media Tokens	1	0	2	2
Party Bases	22	11	36	33
Votes	793	447	1240	1826

Issues: Atomkraft JA, 35-Stunden-Woche JA (x3), §218 NEIN, NATO NEIN, Steuersenkung NEIN

Order for turn 6 is: SPD, FDP, Grüne, CDU

Your cash: _____

Available Ministers: _____

Notes
Will Phil Reynolds please submit standby orders for CDU!

Sun Dog

Turns 35.2 to 37.2

Turns 37.3 to 39.3 due: 10/5 Tuesday

Turn 35

Company	Starting Location	Die Roll	Ending Location	Notes
Century 22	Rhea	1, 2	Janus	3 fuel used, pays $270 to vRE
vRE	Thalassa	1, 1; 3, 3; 2, 5	Federation Station IX	2 fuel used, gains $200, bypasses Despina, and Neried, gains $300
RD/RSE	Hyperion	1, 2	Mimas	3 fuel used, owes $300 to vRE, sells off Sinope and Hyperion

Turn 36

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Naiad	4, 6	Naiad	10 fuel used, refuels to full
Century 22	Janus	1, 3	Janus	Wins Mars in a dispute with the Federation League. Pays $270 to vRE.
vRE	Federation Station IX	1, 6	Earth	Refuels to full, gains $1000
RD/RSE	Mimas	2, 3	Rhea	5 fuel used, owes $175 to Century 22, sells off Uranus Space Dock

Turn 37

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Naiad	2, 4	Despina	6 fuel used, refuels to full
Century 22	Janus	4, 5	Proteus	9 fuel used, pays $735 to TE
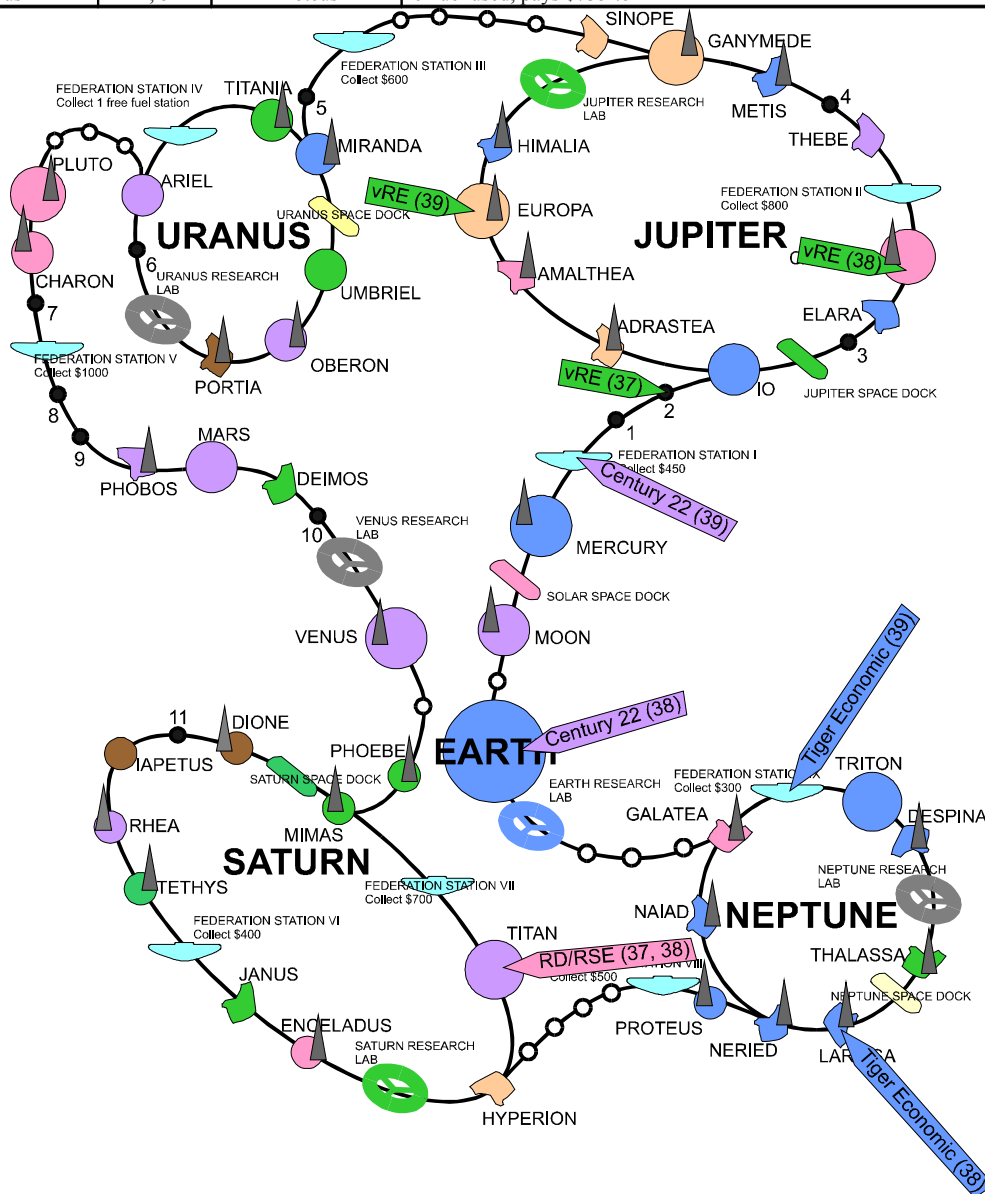
The Players (After Turn 37.2)

Company	Player Name	Properties	Fueling Stations	Fuel	Cash
Tiger Economic (Blue)	Brad Martin	Io, Himalia, Metis, Miranda, Nereid, Triton, Earth Research Lab, Mercury, Elara, Proteus, Naiad	3	25	3580
Century 22 (Purple)	Bill Scharf	Thebe, Ariel, Phobos, Venus, Oberon, Titan, Rhea	1	13	5
van Rijn Enterprises (Green)	Andy York	Umbriel, Titania, Diemos, Mimas, Tethys, Saturn Space Dock, Jupiter Research Lab, Jupiter Space Dock, Phoebe, Janus, Saturn Research Lab, Thalassa	4	25	2975
Red Dog/Red Shift Enterprises (Red)	Dennis Cain	Callisto, Amalthea, Galatea, Charon, Enceladus, Solar Space Dock, Pluto	0	12	330

Turn 37

Company	Starting Location	Die Roll	Ending Location	Notes
vRE	Earth	3, 4	Blank Dot 2	7 fuel used
RD/RSE	Rhea	3, 4	Titan	7 fuel used, owes $200 to Century 22, may force sale of Titan for $350, but must sell something to do so

Turn 38

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Despina	2, 4	Larissa	6 fuel used, buys Larissa for $710, refuels to full
Century 22	Proteus	3, 3; 3, 5	Earth	Gains $100, bypasses Despina, gains $1000, refuels to full
vRE	Blank Dot 2	1, 4	Callisto	Owes $190 to RD/RSE
RD/RSE	Titan	5, 5	Titan	Gains, $100, insufficient fuel to take off, owes $200 to Century 22 if Titan not purchased on turn 37.

Turn 39

Company	Starting Location	Die Roll	Ending Location	Notes
TE	Larissa	5, 5; 2, 4	Federation Station IX	10 fuel used, $100 gained, bypassed Larissa, gains $300
Century 22	Earth	1, 4	Federation Station I	5 fuel used, $450 gained, may purchase additional fuel stations
vRE	Callisto	3, 5	Europa	8 fuel used, may purchase for $830

Dogstar
Turn 10
Turn 11 due: 10/5 Tuesday

Heavenly Bodies Development Company III (Wilson) opens the bidding for Scientists for 40 which go to the Dark Matter Mining Corp for 64 (Wa5, Wa5, Wa6, Wa7, Wa7, Wa10, Re14, DL discount). Opens the bidding on a Laboratory at 80 and gets it (Or1, Or2, Or2, Wa7, Wa7, Wa9, Re12, DL discounts). Buys a robot to man the research factory (Or2, Wa8).

2112 Corporation (Cain) opens the bidding on a Nodule at 30 and gets it (MWa). Buys 2 population factors (Ti11)

The Mystery Machine (Lewis) opens the bidding on an Orbital Lab at 50 and COLOSSUS gets it for 67 (Or3, Or5, Wa6, Wa6, MWa, Mi17). Buys a titanium factory (Or2, Or5, Wa5, Wa9, Ti9). Moves a population over from an ore factory to man it.

ID (Scharf) opens the bidding on Robots at 50 and Australis gets it for 58 (Wa7, Wa7, MTi). Opens the bidding on the second Robots at 50 and gets it for 55 (Or2, Or3, MWa, Ti10, Ti10).

Basset Base Beta (Koehler) buys a titanium factory (Wa8, Ti11, Ti13) and a robot (Ti10)

Australis (Martin) passes

Colonial and Overseas Land Opportunity Society, Space Urchin Section (Lowrey) passes

BarterTown III (York) buys 2 titanium factories (Wa6, Wa8, Ti12, Re14, Mi20) and 1 population factor (Wa5, Wa9).

Dark Matter Mining Corp. (Eisenhut) buys a water factory (Wa5, Wa7, Wa8) and moves a population factor from the ore factory to man it.

The Players

Order	Outpost Name	Commander	Factories	Upgrades	VP
1	HBDC3	Kevin Wilson	**OrF, OrF, WaF, WaF, WaF,** *ReF*	4DL, 2Sc, OL, Ro, La	26
2	2112 Corporation	Dennis Cain	**OrF, OrF, WaF, WaF, WaF, WaF, TiF**	DL, HE, 2Ec, No	22
3	ID	Bill Scharf	OrF, **OrF, WaF, WaF, WaF, WaF, TiF, TiF, TiF**	HE, No, Wa, Ro	18
4	Australis	Brad Martin	OrF, OrF, **WaF, WaF, WaF, TiF, TiF, TiF, TiF**	No, HE, Ro	17
5	The Mystery Machine	Andy Lewis	OrF, **OrF, WaF, WaF, WaF, TiF, TiF, TiF**	HE, No, Wa, OL	17
6	COLOSSUS	Michael Lowrey	**OrF, OrF, WaF, WaF, WaF, WaF, WaF, WaF**	No, Wa, 2OL	17
7	Basset Base Beta	Steve Koehler	OrF, OrF, **WaF, TiF, TiF, TiF, TiF,** *TiF*	HE, Wa, Ro	16
8	BarterTown III	Andy York	OrF, OrF, WaF, WaF, **WaF, WaF, TiF, TiF, TiF**	HE, OL, Sc	14
9	DMMC	Dan Eisenhut	**OrF, OrF, WaF, WaF, WaF, WaF, WaF**	Wa, DL, 2Sc	11

New Arrivals: Scientists, Laboratory, Robots, Ecoplants, Orbital Lab, and Outpost

Upgrade	Minimum Bid	Available	Not Yet Delivered
Warehouses (Wa)	25	1	0
Nodules (No)	25	0	1
Scientists (Sc)	40	1	0
Orbital Labs (OL)	50	1	0
Robots (Ro)	50	1	1
Laboratory (La)	80	2	3
Ecoplants (Ec)	30	1	3
Outpost (Ou)	100	2	4

In the warehouse: _____

_____

New cards: _____

2112 Corporation, ID, COLOSSUS, and DMMC all take Mega Water cards.

Australis and Basset Base Beta take Mega Titanium cards

Kennel Club
Turn 4 Phase 7 and Turn 5 Phases 1 – 3
Turn 5 Phases 4 – 6 due: 10/5 Tuesday

Turn 4, Phase 7 – Purchase Tokens

Hamburg (Martin) buys 28 tokens.

Venice (Cain) buys 24 tokens.

London (Cowles) buys 25 tokens

Genoa (C. Cousins?) NMR! buys 16 tokens

Barcelona (Koehler) buys 30 tokens.

Paris (Burgdorf) buys 1 token

Turn 5, Phase 1 – Draw Cards

No surpluses or shortages removed.

Phase 2 – Buy Cards

Venice (Cain) buys _____

Phase 3 – Card Play

Paris (Burgdorf) plays Alchemist's Gold versus Venice. Venice loses $44.

Genoa (C. Cousins) plays Rebellion at Treibizond and Nicolas Copernicus (protected)

Venice (Cain) plays Fur ($7 to Hamburg, $63 to Venice), William Caxton ($10 protection), and Religious Strife (Venice to 100, Barcelona to 125, Hamburg to 175, Paris to 175, Genoa to 175, and London to 200)

London (Cowles) plays Enlightened Ruler

Hamburg (Martin) plays Long Bow and War on Paris (Hamburg roll 6+1, Paris rolls 1. Paris must cede 6 supportable dominances to Hamburg. Hamburg misery increases to 200, Paris to 250)

Barcelona (Koehler) plays Ivory/Gold as Ivory ($10 to Genoa, $90 to Barcelona)

The Players

Player	Country	Misery	Tokens	Money	Order	Dominance	Ships	Advances
Dennis Cain	Venice	90	6	$111	2	16	10	A, F, I, N, O, R, S, V
Steve Koehler	Barcelona	90	30	$87	5	12	10	A, E, F, I, J, N, S, W
Brad Martin	Hamburg	125	0	$66	1	8	4	A, E, F, I, N, R, V
Martin Burgdorf	Paris	125	35	$89	6	11	6	E, F, I, N, V
Caleb Cousins	Genoa	125	13	$89	4	12	6	A, E, F, I, N
Murray Cowles	London	150	11	$82	3	6	4	A, E, F, I, N, V

Players are listed in reverse tie breaking order

Commodity Log

Commodity	Brad	Caleb	Steve	Murray	Dennis	Martin
Stone (2)	2	3	--	--	--	3
Wool (3)	--	--	4	3	2	--
Timber (4)	2	--	1	1	2	1
Grain (5)	1	1	1	1	1	1
Cloth (6)	--	2	--	--	3	2
Wine (7)	--	2	1	--	1	1
Metal (8)	1	--	1	1	1	2
Fur (9)	1	--	--	--	3	--
Silk (10)	--	1	1	--	2	--
Spice (11)	--	1	--	--	1	1
Gold (12)	1	1	--	--	--	--

Commodity	Brad	Caleb	Steve	Murray	Dennis	Martin
Ivory (12)	--	1	3	--	--	--

Shortage, *Surplus*

Your Cards: _____

_____

_____

Notes

Will Phil Reynolds please submit standby orders for Genoa. Also, will Bob Robles please submit standby orders for Paris. Martin Burgdorf is about to let his subscription expire.

Dog Pound
1965
1966 Orders due: 10/5 Tuesday
1965

Event Card Resolution

AL: Accepts Government Order.

Australia: New astronauts: Alvin Purple, Abigail, Les Patterson

Held Event Cards

AL: Computer breakthrough, Government Order – launch Orbital Satellite in 1966

Australia: Fortunate accident, capsule

RMR: Fortunate accident, rocket, Government Order – place man on moon by 1966

Purchase Hardware

RMR: Buys Lunar Probe program for 30MB, 1 lunar probe for 6MB, 2 three-stage rockets for 36MB, and 1 three-person capsule for 12MB.

AL: Buys 1 orbital satellite for 1MB, 3 one-stage rockets for 9MB, 2 two-stage rockets for 24MB, 1 docking module for 2MB, 4 1-person capsules for 8MB, Kicker program for 12MB, and Liquid Fuel Strap-on program for 12MB.

SLEEP: Buys a two-person module for 8MB and a kicker for 3MB.

Republic of Texas: Buys 1 one-stage rocket for 3MB, 2 two-stage rockets for 24MB, and 3 2-person capsules for 18MB.

Australia: Buys 1 lunar probe for 6MB, 2 docking modules for 4MB, 2 two-stage rockets for 24MB, and 2 two-person capsules for 12MB.

Conduct Research and Development

RMR: 3: 8 dice: 1, 2, 3, 3, 3, 4, 5, 6 = +27%. 32MB spent. C: 2 dice: 3, 3 = +6% to Max R&D. 12MB spent. c: 3 dice: 3, 5, 6 = +14% to Max R&D. 15MB spent. d: 7 dice: 2, 2, 4, 5, 6, 6, 6 = +31%. 14MB spent.

AL: b: 8 dice: 1, 1, 2, 3, 4, 4, 5, 5 = +25%. 16MB spent. 3: 3 dice: 4, 5, 6 = +15% to Max R&D. 12MB spent. D: 8 dice: 1, 2, 2, 3, 3, 5, 6, 6 = +28%. 16MB spent. F: 8 dice: 1, 2, 2, 3, 3, 3, 4, 5 = +23%. 8MB spent.

SLEEP: EVA: 2 dice: 1, 1 = +2% + 2% = +4%. 2MB spent. F: 8 dice: 1, 1, 2, 2, 4, 5, 6, 6 = +27% + 8% = +35%. 8MB spent. b: 2 dice: 6, 6 = +12% + 2% = +14% to Max R&D. 4MB spent. d: 8 dice: 1, 2, 3, 4, 5, 5, 6, 6 = +32% + 8% = +40%. 16MB spent.

Republic of Texas: b: 2 dice: 1, 4 = +5% +2% = +7% to Max R&D. 4MB spent. 2: 4 dice: 2, 2, 3, 4 = +11% + 4% = +15%. 12MB spent. B: 8 dice: 1, 2, 3, 4, 4, 5, 6, 6 = +31% + 8% = +39% to Max R&D. 32MB spent.

Australia: b: 3 dice: 2, 3, 6 = +11%. 6MB spent. d: 8 dice: 1, 1, 2, 2, 2, 2, 4, 4 = +18%. 16MB spent. F: 8 dice: 1, 2, 3, 4, 5, 5, 6, 6 = +32%. 8MB spent. D: 4 dice: 1, 2, 3, 6 = +12%. 8MB spent.

Declare Future Missions

Republic of Texas, Australia, RMR, and AL each declare 3 missions. SLEEP declares 2 missions. Your mission(s) is (are): _____

_____

_____

Missions

Rushing. No rushing. Launch order: Australia, Australia, Australia, Republic of Texas, Republic of Texas, Republic of Texas, SLEEP, SLEEP, AL, AL, AL, RMR

Australia launches a Manned Orbital with Docking and Spacewalk (True Blue, Dame Edna). Liftoff: 11%<94%, Earth Orbital Burn: 38%<80%, Earth Orbital Activities: 86%>80%, the crew saves it, Docking Module Power On: 82%<98%, Docking: 93%>65%, Spacewalk: 80%<97%, Earth De-orbital Burn: 14%<80%, Re-entry: 78%<80%, Recovery: 17%<80%. Mission partial success. +1% to B, b, and EVA, +5% to docking, +10% to True Blue and Dame Edna, +7MB to budget.

Australia launches a Manned Orbital with Docking and Spacewalk (Waltzing Matilda, Barry MacKenzie). Liftoff: 37%<95%, Earth Orbital Burn: 18%<81%, Earth Orbital Activities: 37%<81%, Docking Module Power On: 18%<98%, Docking: 44%<70%, Spacewalk: 36%<98%, Earth De-orbital Burn: 04%<81%, Re-entry: 33%<81%, Recovery: 32%<81%. Mission success! +1% to B and b, +15% to docking, +10% to Waltzing Matilda and Barry MacKenzie, +5MB to budget.

Australia launches a Lunar Probe. Liftoff: 02%<93%, Earth Orbital Burn: 37%<83%, Earth Mission Burn: 01%<83%, Lunar Orbital Burn: 37%<83%, Lunar De-orbital Burn: 02%<83%, Photo Recon: 17%<67%, Lunar Landing: 04%<83%. Mission success! +1% to 3 and B, +15% to photo recon, +20MB to budget.

Republic of Texas launches a Manned Orbital with Docking and Spacewalk (Moon, Milbourn). Liftoff: 68%<90%, Earth Orbital Burn: 94%>85%, engine burn failure, Re-entry: 43%<85%, Recovery: 65%<85%. Mission failure. +1% to B and b, +10% to Moon and Milbourn, -10MB to budget.

Republic of Texas launches a Lunar Fly-by. Liftoff: 17%<91%, Earth Orbital Burn: 06%<88%, Earth Mission Burn: 85%<88%, Lunar Orbital Burn: 47%<88%, Lunar Orbital Activities: 59%<88%. Mission success! +1% to 2 and B, +5% to photo recon, +3MB to budget.

Republic of Texas launches a Mars Fly-by. Liftoff: 29%<92%, Earth Orbital Burn: 90%>89%. Mission failure. +1% to 2 and B, -3MB to budget.

SLEEP launches a Manned Orbital with Docking and Spacewalk (Harpo, Zeppo). Liftoff: 48%<91%, Earth Orbital Burn: 99%>85%, engine burn failure, Re-entry: 56%<85%, Recovery: 48%<85%. Mission failure. +1% to B and b, +10% to Harpo and Zeppo, -10MB to budget.

SLEEP launches a Manned Lunar Pass (Groucho, Chico). Liftoff: 38%<89%, Earth Orbital Burn: 85%<86%, Earth Mission Burn: 25%<86%, In-route Activities: 03%<83%, Lunar Mission Burn: 06%<86%, In-Route Activities: 46%<83%, Earth Orbital Burn: 05%<86%, Earth Orbital Activities: 32%<83%, Earth De-orbital Burn: 22%<83%, Re-entry: 02%<83%, Recovery: 13%<83%. Mission success! +1% to B, F, and b, +10% to Groucho and Chico, +19MB to budget.

AL launches a Manned Orbital with Docking (Slayton). Liftoff: 33%<95%, Earth Orbital Burn: 11%<86%, Earth Orbital Activities: 38%<86%, Docking Module Power On: 84%<98%, Docking: 74%>60%, Slayton saves it, Earth De-orbital Burn: 64%<86%, Re-entry: 20%<86%, Recovery: 69%<86%. Mission success! +1% to B and a, +15% to docking, +10% to Slayton, +5MB to budget.

AL launches a Manned Orbital with Docking (Shepard). Liftoff: 02%<92%, Earth Orbital Burn: 68%<87%, Earth Orbital Activities: 57%<87%, Docking Module Power On: 79%<98%, Docking: 01%<75%, Earth De-orbital Burn: 31%<87%, Re-entry: 11%<87%, Recovery: 100%>87%, minor problems. Mission success! +1% to A and a, +10% to Shepard, +15% to docking, +5MB to budget.

AL launches a Lunar Fly-by. Launch: 35%<96%, Earth Orbital Burn: 55%<98%, Earth Mission Burn: 11%<98%, Lunar Orbital Burn: 43%<98%, Lunar Orbital Activities: 35%<98%. Mission success! +1% to B, +5% to photo recon, +2MB to budget.

RMR launches a Manned Lunar Pass (Red Grange, Red Sonja, Red Schoendiest). Liftoff: 01%<83%, Earth Orbital Burn; 15%<84%, Earth Mission Burn: 08%<84%, In-route Activities: 43%<84%, Lunar Mission Burn: 07%<84%, In-route Activities: 73%<84%, Earth Orbital Burn: 82%<84%, Earth Orbital Activities: 22%<84%, Earth De-orbital Burn; 64%<84%, Re-entry: 35%<84%, Recovery: 77%<84%. Mission success! +1% to C and c, +10% to Red Grange, Red Sonja, and Red Schoendiest, +11MB to budget.

Players

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	RMR	SLEEP	Australia	AL	Republic of Texas
Budget (1965)	148	106	84	146	88
Cash	9	34	1	6	7
1-Orbital Satellite	1 / 98%	2 / 98%	2 / 98%	1 / 98%	0 / 98%
2-Interplanetary Satellite		0 / 91%	3 / 84%	0 / 98%	0 / 90%
3-Lunar Probe	2 / 77%	0 / 64%	0 / 87%	1 / 90%	
4-Docking Module	2 / 75%	0 / 60%	2 / 85%	1 / 90%	0 / 100%
A-One Stage Rocket	0 / 96%	0 / 89%	1 / 83%	3 / 93%	1 / 96%
B-Two Stage Rocket		0 / 93%	0 / 97%	1 / 97%	1 / 93%
C-Three Stage Rocket	2 / 90%				
D-Liquid Fuel Strap-ons			1 / 71%	1 / 58%	1 / 89%
F-Kicker		1 / 90%	4 / 76%	1 / 48%	
G-"Mega" Stage Rocket					
EVA Suits	98%	91%	98%	98%	98%
a-One Person Capsule	0 / 83%	0 / 83%	0 / 83%	2 / 88%	0 / 42%
b-Two Person Capsule		1 / 87%	2 / 82%	1 / 85%	4 / 86%
c-Three Person Capsule	0 / 91%				
d-Two Person Module	1 / 81%	2 / 61%	1 / 51%		
e-One Person Module					
f-Three Person Minishuttle					
h-Four Person Cap/Module					
Photo Recon	65%	70%	85%	75%	70%
Launch Facilities	3	2	3	3	3
Astronauts	6	5	7	3	8

Astronauts are

Australia: True Blue (60%), Waltzing Matilda (30%), Abigail, Les Patterson (20%), Dame Edna, Barry MacKenzie (10%)

RMR: Red Grange (60%), Red Sonja (40%), Red Schoendiest (20%), Red Herring, Red Letterday, Red Wine

SLEEP: Groucho (40%), Harpo, Zeppo, Chico(10%), Gummo

AL: Deke Slayton, Alan Shepard (30%), Gus Grissom (10%)

Republic of Texas: Camden, Moon, Milbourn (20%), Fealy, Green, (10%), McDowell, Lochley, Cox

1966

Draw Event Cards

AL: Scientific Breakthrough. 6 dice on most advanced capsule or module. b to Max R&D. –1MB to budget.

RMR: Engineering Advance. All hardware (but not new programs) is half price this year. –10MB to budget.

Australia: Astronaut killed in training. Alvin Purple is the casualty. +1MB to budget.

SLEEP: Minor Problem. Pay 10MB or lose 5% on safety factor of next two-stage rocket launch. +1MB to budget.

Republic of Texas: Minor Problem. Pay 10MB or lose 10% on safety factor of next interplanetary satellite mission. +7MB to budget.

Final Positions

Player Name	Dennis Cain	Chris Geggus	Brad Martin	Bill Scharf	Andy York
Country	RMR	SLEEP	Australia	AL	Republic of Texas
1966 Budget	160	108	123	168	81
Cash	0	99	1	32	2
1967 Budget	150	109	124	167	88

RMR is Red Moon Rising

AL is the Alliance for the Development and Exploration of Time and Space for the Advancement and Betterment of All Mankind.

SLEEP is Some Launches Establish Extreme Parameters

Coyote
Turn 4
Turn 5 Orders due: 10/5 Tuesday

Planning

Dutch maintains 1 ship ($4), buys 3 ships ($36) and 4 soldiers ($40) for $80.

English maintains 3 ships ($12), buys 1 ship ($12) and 4 soldiers ($40) for $64.

French maintains 4 ships ($16), buys 3 soldiers ($30) for $46.

Portuguese maintains 4 ships ($16), buys 2 ships ($24) and 8 soldiers ($80) for $120.

Spanish maintains 4 ships ($16), 3 soldiers ($30) for $46.

Swedes maintain 3 ships ($12), buy 2 soldiers ($20) for $32.

Outbound Naval Movement

Dutch Move to J. Dice: 2, 2, 3, 5. No losses.

English Move to N. Dice: 1, 1, 5, 3. Loses 2 soldiers and 2 colonists.

French Move to D. Dice: 1, 2, 2. Loses 1 ship containing 1 colonist and 1 additional soldier, drops off 3 colonists and 2 soldiers. Move to C. Dice: 2, 3. No losses.

Portuguese Move to O. Dice: 1, 4, 6. Loses 1 ship containing 1 soldier and 1 colonist, and an additional soldier, drops off 3 colonists and 6 soldiers. Move to R. Dice: 2, 3. No losses

Spanish Move to L. Dice: 1, 1, 4, 5. Loses 2 ships with 2 colonists and 1 soldier, and 2 additional soldiers.

Swedes Move to H. Dice: 2, 4, 5. No losses.

Mining

Portuguese mine 1 gold bar in R.

Exploration

Dutch discover 1 mine in O.

Land Movement

English moves 2 colonists and 2 soldiers from Y to V (it's a climate 1 area with 1 site, the x4 city and 8 natives), 2 soldiers from M to N, and 2 soldiers and 2 colonists from anchorage dot to N.

Portuguese move gold from R to anchorage dot, 4 soldiers from U to R, 6 soldiers and 3 colonists from anchorage dot to O.

Dutch moves 1 colonist Q to P (it's a climate 1 area with 2 sites and 2 natives), 4 soldiers and 1 colonist from O to Q, 1 colonist in O mines, move 4 soldiers and 4 colonists from anchorage dot to J.

Swedes move 2 soldiers and 4 colonists from anchorage dot to H.

Spanish moves 6 colonists from L to I, 2 colonists from anchorage dot to L.

French move 4 soldiers and 4 colonists from H to G, 2 soldiers and 3 colonists from anchorage dot to D.

Combat

Portuguese attack the **Dutch** in O. Portuguese lose 4 soldiers, Dutch lose 2.

Native Combat

Spanish: 2 natives killed in area L, soldier loots.

Native Uprisings

Climate is a 6. Uprisings in I (3 colonists killed) and V (0 colonist killed).

Survival

Climate is a 1. **French** lose 1 soldier in C, 1 colonist and 2 soldiers each in D and G. **Swedes** lose 1 soldier and 1 colonist in H. **Spanish** lose 1 colonist in I and 1 colonist and 2 soldiers in L. **English** lose 3 colonists in M, 2 colonists and 2 soldiers in N, and 2 colonists and 2 soldiers in V. **Dutch** lose 2 colonists and 2 soldiers in J, 2 colonists and 1 prospector in O, 1 colonist in P, and 1 colonist and 3 soldiers in Q. **Portuguese** lose 2 soldiers and 2 colonists in O, 1 soldier and 1 colonist in R, and 1 soldier in U.

Key
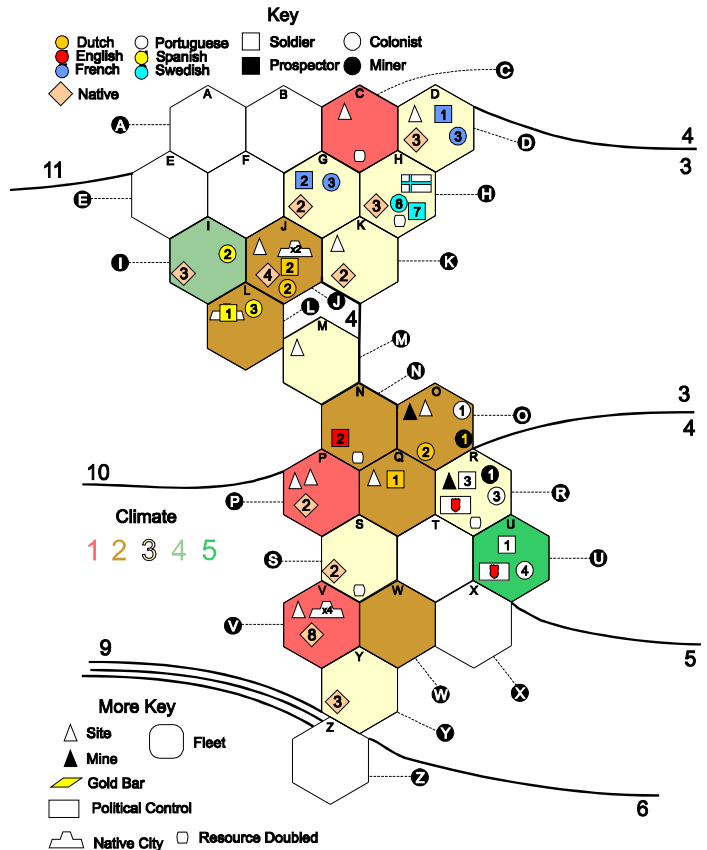
Political Control

Dutch lose political control of O. **Spanish** lose political control of L.

Homebound Naval Movement

English: Dice: 3, 4, 5, 5. No losses.

Portuguese: Dice: 1, 2, 2, 6. Loses 2 ships including 1 gold.

Dutch: Dice: 2, 2, 6, 6. No losses.

Swedes: Dice: 2, 6, 6. No losses.

Spanish: Dice: 2, 3, 5, 6. No losses.

French: Dice: 1, 3, 4, 4. No losses.

Income

English: Political control: $20.

Portuguese: Political control: $60, resources: $11.

Dutch: Political control: $20, resources: $4.

Swedes: Political control: $40, resources: $16.

Spanish: Political control: $20, resources: $5.

French: Political control: $20, resources: $6.

Players

	Player	Money	Available Soldiers	Ships	Colonists
Dutch	Bob Robles	$35	11	4	4
English	Brad Martin	$38	11	4	4
French	Martin Burgdorf	$28	13	3	4
Portuguese	Brendan Whyte	$109	6	3	4
Spanish	Kevin Wilson	$27	10	2	4
Swedish	Andy Lewis	$83	14	3	4

Press

French – Swedes: My e-mail address is burgdorf@lander.es You can use the one that Cerberus put on the address list as well.

Notes

Will Bill Scharf please submit standby orders for the French. Martin is about to let his subscription expire.

Dirty Dogs
Turn 3 Influence Declaration
Turn 4 Orders due: 10/5 Tuesday

Errata

I neglected to include the influence that RE played on Tigran Zenjarplan, as well as the fact that the suspicion marker was removed upon his acquittal.

Influence Declaration

RE draw two cards

PURGE declares 1 influence on Q, and takes 1 card

STORK NMRs! Declares 2 influence on Q

SODS declares 2 influence on C

TI declares 1 influence each on B and C

TCC declares 1 influence on T and draws 1 card

Your new card(s) are: _____

_____

Notes

Will Andy York please submit standby orders for STORK!

Press

SODS – TI: "All who witnessed my purges"? WHAT PURGES? You opened several spy investigations which amounted to nothing since your dog of a politician caught rabies and had to be shot by the People's Army! You're just a wannabe faction that won't get anywhere ... unless you are nice

to me, maybe!

TI – All: Poor Boris, a man of such deeply divided interests. Perhaps a short sojourn in Siberia will allow him time to recognize where his true loyalties lie.

Lech – Mikail: Sorry about the purge attempt. The light was bad and I thought you were someone else. I hope we can both be mature and put this unpleasant incident behind us.

Politburo

Office	Politician	Condition	Influence
Party Chief	Nestor Aparatschik (A)	91 ? ++	1 (SODS)
KGB Head	Mikail Strychnin (T)	63 +	10+ (TCC)
Foreign	Lech Schukrutoff (B)	79 +	1 (PURGE), 3 (TI)
Defense	Alexei Goferbrok (C)	74, strength position	2 (SODS), 1 (TI)
Ideology	Anatol Mischif (I)	73	1 (STORK)
Industry	Antonj Talksalott (J)	67	
Economy	Tigran Zenjarplan (Q)	61	2 (PURGE), 1 (RE), 2 (STORK)
Sport	Eduard Boremtodev (K)	66, weakness position	

Candidates: M, N, O, P, S

People: G, N, O, P, R, U, V, W, Y, Z

Siberia: F, X (53 ++)

Kremlin Wall: H, D, L, E

Your cards: _____

_____

Your undeclared influence: _____

_____

Players

Player	Faction Name
Chris Geggus	Reform Expansionists
Brad Martin	Party Urging Rigorous Government Efficiencies
Ward Narhi	Socialist Team of Reformed Tyranny
Phil Reynolds	Society of Old Depraved Socialists
Bill Scharf	Trotskyite Internationalists
Mike Scott	The California Connection

SODS have one wave.

Doggin' It
Turn 2, Phases IV-VII, Turn 3, Phases I-III
Turn 3, Phases IV-VII, Turn 4, Phases I-III due: 10/5 Tuesday

Turn 2

Construction and Operation

Red (Scharf) pays $1500 for track, and $300 to operate claim #4 (½ gold).

Green (Whyte) pays $450 to open Denver to Colorado Springs passenger line, $500 for track, and $150 to operate claim #56 (1 coal), gains $250 from passenger revenue.

Brown (Carl) no activity.

Gray (Cain) pays $1300 for track, and $250 to operate claim #11 (1 silver). Delivers 1 silver to Salt Lake City for $2000.

Gold (Bolduc) pays $250 to open Salt Lake City to Provo passenger line and $200 for track, gains $100 from passenger revenue.

Blue (Martin) pays $1300 for track and $200 to operate claim $66 (3 coal).

Turn 3

Move Prospectors and Surveyors

Red (Scharf) surveys Fairplay to Dillon, no prospecting

Green (Whyte) surveys Pueblo to Canon City, prospects passenger line #3

Brown (Carl) surveys Walsenburg to K ($1600 line – determined randomly), prospects claim #42

Gray (Cain) surveys GG to Price, no prospecting

Gold (Bolduc) surveys HH to Scofield, prospects #45

Blue (Martin) surveys K to Walsenburg ($1400 line), prospects #67

Dispute Resolution

No disputes, Red pays $700, Green pays $1350, Brown pays $1900, Gray pays $1100, Gold pays $800, and Blue pays $1700

Notes

Brendan Whyte has submitted orders for this turn. Also, as a number of you pointed out, I neglected to include Silverton on the map. Oops. That error has now been corrected. Finally, remember that turn 4 is a winter turn. No surveying or delivery over purple track segments.

The Players

Player	Color	Starting Location	Money	Personnel
Bill Scharf	Red	Denver	$1400	S+1, P
Brendan Whyte	Green	Denver	$2550	S, P+1
Joe Carl	Brown	Pueblo	$3400	S+1, P
Dennis Cain	Gray	Salt Lake City	$5900	S, P+1
Paul Bolduc	Gold	Salt Lake City	$4350	S+1, P
Brad Martin	Blue	Santa Fe	$2800	S, P+1

Owned Claims

#	City	Owner	Goods	Type	Operation
4	Leadville	Red	1.5	Gold	$300
56	Aspen	Green	4	Coal	$150
42	Vallecitos	Brown	0	Lumber	$150
11	Heber City	Gray	0	Silver	$250
45	Scofield	Gold	0	Coal	$150
66	Trinidad	Blue	7	Coal	$200
67	Trinidad	Blue	0	Coal	$150

Owned Passenger Lines

#	Type	Route	Payoff	Owner	Notes
5	A	Salt Lake City – Provo	$100	Gold	
2	A	Denver – Colorado Springs	$250	Green	
3	A	Denver – Pueblo	$400	Green	

Available Claims

#	City	Type	Claim	Operation
9	Silverton	Gold	$800	$250
8	Fairplay	Gold	$500	$250
39	Lumberton	Lumber	$800	$250
40	Lumberton	Lumber	$300	$200
48	Emery	Coal	$300	$150
15	Aspen	Silver	$300	$150

Available Passenger Lines

#	Type	Route	Payoff	Cost	Notes
9	B	Denver – Grand Jct.	$1350	D x $75	Discard when 15 is taken. Good for $1350 toward card 14 or 15
10	B	Pueblo – Grand Jct.	$750	D x $50	Discard when 17 is taken. Good for $750 toward card 17 or 18
6	A	Pueblo – Santa Fe	$600	D x $50	
4	A	Denver – Leadville	$1350	D x $100	Discard after 4 Leadville depletions
1	A	Denver – Boulder	$100	D x $75	
8	B	Denver – Aspen	$650	D x $50	

Trivia Quiz

You get 2 points for a solo answer, 1 point for sharing the correct answer with one other person, and ½ point for sharing the answer with two or more people. Every 10 points earn you a free issue. Research is allowed. Free issues are credited as they are earned. Players may submit a list of questions (answers must be included.) If used, five points are awarded. In addition, if no correct answers are received for a question, the supplier of the question receives two points.

And so, without further ado, the answers to last issue's questions:

Q1. A man and his wife went on vacation. Two months later, the man called the police to report the location of a body near the place where he had been on holiday. The police thanked the man and then asked him why it had taken him two months to report the body. What was the reason?

A1. The man saw the body in the background on one of his holiday photographs. It was two months before the film was developed.

No correct answers.

Q2. When Gertrude entered the plane she caused her own death and the deaths of 200 people. Yet she was never blamed or criticized for her actions. What happened?

A2. Gertrude, a goose, had been sucked into a jet engine.

Paul Bolduc, Kevin Wilson, and Andy York each receive ½ point.

Q3. In 1996, the British government was faced with the task of slaughtering many thousands of healthy cattle in order to allay fears over the disease BSE, or mad cow disease. What proposal did the government of Cambodia make to help solve the problem?

A3. The Cambodian government suggested that the cattle be sent to Cambodia and allowed to wander their fields to explode the many land mines left over from their wars.

No correct answers.

Q4. In what place would you find Julius Caesar, the biblical Rachel, King David, Pallas Athena, King Charlemagne, Alexander the Great, Queen Elizabeth I of England, and Sir Lancelot all together?

A4. In a pack of playing cards. The original designs for the kings, queens, and jacks are based on these characters.

No correct answers.

Q5. John was color-blind. Because of this affliction, he landed an important job. What was it?

A5. John was employed by the Air Force during wartime to detect camouflaged enemy positions from aerial photographs. Camouflage is designed to fool people with normal vision. People who are color-blind are much better at spotting differences in the texture and shading of landscape.

No correct answers.

Current Scores

Chris Geggus	59½	Andy York	46
Caleb Cousins	41½	Paul Bolduc	34
Dennis Cain	33½	Andy Lewis	31½
Brendan Whyte	31½	Steve Koehler	27½
Joe Carl	27½	Bill Scharf	24
Dan Eisenhut	19½	Berry Renken	19
Ward Narhi	17½	Brad Martin	16
Bob Robles	15	Tom Howell	11½
Sean Cousins	7	Kevin Wilson	5
Sigourney Street	½		

Topic: Brain Teasers

1. A military commander during World War II was on leave so he took his children to the seaside for the day. Here he got the idea he needed in order to successfully carry out his next assignment. What was the idea?

2. There is a reason why men's clothes have buttons on the right while women's have buttons on the left. What is it?

3. Assume there are approximately 5 billion people on earth. What would you estimate to be the result, if you multiply together the number of fingers on every person's left hands? (For purposes of this exercise, thumbs count as fingers, for five fingers per hand.)

4. An insect flying into a girl's ear terrifies her. Her mother rushes the girl to the doctor, but he is unable to remove the insect. Suddenly, the mother has an idea. What is it?

5. What has four legs and only one foot?

Pedagoguery

A telescope is of little use without a steady mount. While we have all seen the figure of a naval officer looking out at the horizon through a telescope, in practice for astronomical work it is impossible to hold a telescope steady enough to be able to see anything. Therefore, a mount is an essential.

There are basically two types of telescope mounts – altazimuth and equatorial. Both types move in two dimensions, the difference is in which coordinate systems those dimensions use. Altazimuth mounts use your local coordinates. The two dimensions are altitude and azimuth. Altitude is simply the angle up from the horizon and azimuth is the angle around the horizon from some arbitrary point. These are very simple and inexpensive mounts and are usually standard on most small refractors. There are a couple of variations on altazimuth mounts. The first one is called a Dobsonian, after John Dobson, its inventor. Dobsonian mounts are used for Newtonian telescopes, and provide a very nice, low-cost mount. Dobsonian mounts work by doing away with the tripod. The mount itself is made up of two parts: the base, which is attached by a lazy-Susan type bearing to the second part, the rocker box. The rocker box has two simple bearings that accept the pivot points of the telescope itself, which are near the center of balance of the telescope tube, usually near the mirror end. The end result is a highly portable, stable, and low-cost mount.

The second variation of the altazimuth mount is common to catadioptric telescopes and is called a fork mount. A fork mount consists of a base, which rests on a tripod. Up from the base are two arms, similar to a tuning fork, which gives the mount its name. These arms attach to the telescope tube about midway along its body.

The main drawback of altazimuth mounts is that they are not aligned with the celestial coordinates and therefore it is very difficult to track object in the sky. This is especially visible if you are operating at high magnifications, where an object can easily move across your field of view in a few minutes. Obviously, this makes such mounts unsuitable for astrophotography. For standard altazimuth mounts, you may be able to attach motors, but even then, you would have to track in two dimensions in order to keep the object centered, and you need a computer to help you. Many altazimuth mounts are not even equipped to accept motors, including nearly all Dobsonians. The only telescopes that overcome this limitation are the computerized catadioptrics such as the Meade LX200 series. They have a computer that allows the telescope to track objects when used in altazimuth mode, but even then they are not suitable for long exposure photography. This is because the field of view will slowly turn around the center of the field, so if you take an exposure of longer than 5 minutes or so, objects at the edge of the field of view will appear as streaks instead of points.

Equatorial mounts overcome this by allowing you to align the telescope's coordinate system to the celestial coordinates of right ascension and declination. Declination is defined as the angle from the celestial equator. Therefore the north celestial pole is at +90 degrees and the south celestial pole is at –90 degrees. Right ascension is the angle along the celestial equator from the point of the vernal equinox. This is the place in the sky where the ecliptic (the path of the sun around the sky) crosses the celestial equator. Right ascension is measured not in degrees, but in hours, minutes, and seconds. Therefore, there are exactly 24 hours of right ascension.

The advantage that equatorial mounts offer is that they allow you to motorize the telescope and keep an object centered by simply moving the telescope to counter the Earth's rotation. Therefore it only takes a simple motor to keep an object centered indefinitely; assuming your polar alignment is good enough.

Equatorial mounts are standard on most telescopes. They are, however, more expensive than altazimuth mounts. This is because they are more complicated. You have to be able to adjust the tilt of the mount to accommodate your latitude. They generally require a counterweight to balance the weight of the telescope. And, usually, they have a built in polar alignment telescope to make polar alignment relatively easy. Observing with an equatorial mount is also a little more complicated than with an altazimuth mount. In order to get the proper benefit from it, you need to align the mount. Depending on how accurately you want to align it, this can take anywhere from a few minutes to nearly half an hour. For visual observing, you will only need to do a rough alignment. The cost of that is that objects will slowly drift in your field of view, but a couple of turns of the fine adjustment knob will get them centered again. If you are going to be doing long exposure astrophotography, you will want to have as accurate an alignment as possible and that could take some time.

Basically, when selecting a telescope, first decide what your are going to do with it. Is it going to be primarily a visual instrument or photographic. Are you going to concentrate on a certain type of object or do you want a versatile instrument. You have to answer these questions to determine which telescope is best for you. Here are some guidelines. For visual observing consider a Dobsonian, particularly if you live in an area relatively free from light pollution. For astrophotography, a motorized equatorial mount is a must. If you want to look at deep sky objects like nebulae and galaxies, particularly large and diffuse ones, go for large aperture. If you like to look at wide star fields and clusters, choose a telescope with a short focal ratio.

Next time, I will continue to discuss the wide variety of accessories available for telescopes.

Machiavelli House Rules

1. The 1995 edition rules will be used, unless otherwise specified.

2. Abbreviated orders will be accepted as long as they are clear and unambiguous. However, Army/Fleet/Garrison designations are mandatory.

3. Moves/Builds/Maintains can be conditional upon any situation from the previous campaign. If a situation develops that is not covered by the conditional orders, orders common to all sets submitted by that player will be used.

4. Orders may be revised up to the deadline. Once the deadline has passed, the latest orders received by me prior to the deadline will be used.

5. Winter/Spring, Summer, and Fall campaigns are observed. Winter/Spring seasons will be separated at the request of at least one third (rounded up) of all current players.

6. Two NMR's on the first turn of a game will result in a delay of one issue with standbys called for the positions that failed to return orders.

7. One NMR by a player will result in a standby being called for that position for the following campaign. If the original player NMRs a second time consecutively, the standby will take over the position.

8. Unless otherwise stated at or before gamestart, all games will be using Advanced Game Victory conditions.

9. Draws may pass with the approval of all surviving countries at the time the draw is proposed. NVR will be treated as No while NMRs will be treated as Yes. If more than one draw passes in a season, the one with the most players will pass. If there is still a tie, none will pass.

10. Press is black and encouraged. The Judge reserves the right to edit press, but will probably never exercise it.

11. Phone orders will be accepted but written or emailed orders are preferred. In the event that I do not have your orders by the day of the deadline, if I have your phone number, I will call you collect to attempt to get the orders. If I am unable to, you will be NMRed.

12. If a player submits conditional orders dependent on whether the original player or a standby player for a country keeps/takes control of that country's position, as appropriate, those orders will be allowed.

13. Loans of ducats to other players must be submitted with your orders to go into effect. Such loans, as well as loans from the moneylenders, will be common knowledge unless otherwise requested.

14. Treasuries are open to inspection only during income calculation and the Winter campaign.

15. Any garrison (including an autonomous garrison) which is the sole occupant of a province asserts control over the entire province regardless of any armies or fleets which may have passed through on a prior turn.

16. Any order which involves an expenditure of ducats will cause those ducats to be spent regardless of the success, failure, or impossibility of the order.

17. Changes to these rules may be proposed by any player. The change will then be voted on by all current players. Each player gets one vote, not one vote per position. NVR = No, NMR = Abstention. For a proposal to pass, it must gain a two-thirds majority of all non-abstentions. The GM reserves the right to veto any proposal he deems inappropriate.

18. A fortified city or fortress should be considered a separate area for purposes of movement. Therefore, an order to convert to a garrison is the same as an order to move into the city and likewise an order to convert from a garrison is the same as an order to advance into the province.

19. In a game using the money lenders, on the turn a loan is due, it must be paid off before any new debt is incurred.

20. Some standard abbreviations: NMR: No Moves Received, NBR: No Build Received, NVR: No Vote Received, nsu: no such unit, nso: no such order, u: unordered, imp.: impossible, OTB: Off The Board, CM: Citizen's Militia, EM: Elite Mercenary, EP: Elite Professional.

21. Standard formatting: Underlined moves fail. All special military unit orders are in *italics*. The province or sea area that a unit ends the campaign in is listed in SMALL CAPS.

Note that any rule above that is not specific to Machiavelli applies to any game run in this zine or by flier.

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Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, let's get those people standing by. The current standby list is:

Machiavelli (gunboat and regular): Steve Koehler, Bill Scharf, Bob Robles, Mike Scott, Ward Narhi, Berry Renken (1995 only), Paul Bolduc, Joe Carl, Kevin Wilson, Pasquale Giovine, Andy York, Phil Reynolds **Dune:** Steve Koehler, Paul Bolduc, Kevin Wilson, Ward Narhi, Andy York **New World:** Kevin Wilson, Andy York, Bill Scharf **Merchant of Venus:** Paul Bolduc, Carrie Lewis, Bob Robles, Kevin Wilson, Andy York **Die Macher:** Andy York, Phil Reynolds **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Phil Reynolds **History of the World:** Andy Lewis, Paul Bolduc, Kevin Wilson, Chris Geggus, Joe Carl, Andy York, Phil Reynolds **Stellar Conquest:** Paul Bolduc, Kevin Wilson, Andy York, Phil Reynolds **2038:** Andy York **Liftoff!:** Dennis Cain, Andy York, Phil Reynolds **SolarQuest:** Andy York, Phil Reynolds **Age of Renaissance:** Bob Robles, Phil Reynolds **Kremlin:** Kevin Wilson, Joe Carl, Andy York **Silverton:** None

Standby Calls

You (if checked) ☐ for Austria in Feral Dogs
Bill Scharf for Turks in Citizen Dog
Kevin Wilson for the Papacy in New Tricks
Phil Reynolds for CDU in Lupine

Phil Reynolds for Genoa in Kennel Club
Bob Robles for Paris in Kennel Club
Bill Scharf for France in Coyote
Andy York for STORK in Dirty Dogs